Queensland's Leading Amiga User Group Newsletter

CURSOR

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USERS
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Next Main Meeting - Tuesday 3rd September
St. Laurence's College - South Brisbane
Libraries & Sales open from 7pm
Meeting & Demonstration commence at 8pm
Visitors and All Members Welcome

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MAIN MEETING

Tuesday September 3rd (7pm - 10pm)
St. Laurence's College
82 Stephens Road, South Brisbane Qld.

WORKSHOP MEETING

Sunday September 8th (11am - 4pm)
St. Laurence's College
82 Stephens Road, South Brisbane Qld.

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Coming Meetings

Please always refer to the latest CURSOR for information on the next meeting as the following plans are always subject to change.

September 3rd 1996 Main Meeting

A demonstration of a new CD-Rom Called "Meeting Pearls" by one of our newest members, Evan Paynter. This CD is in HTML format and Evan will use a WebBrowser program to display it.

September 8th 1996 Workshop Meeting

All members are invited to our Monthly Workshop at St. Laurences College (upper level). We encourage you to bring your own equipment so you can set up in classroom 3B and demonstrate all those great programs you have copied from our free Public Domain library. If you are having problems just ask around and someone is sure to help you.

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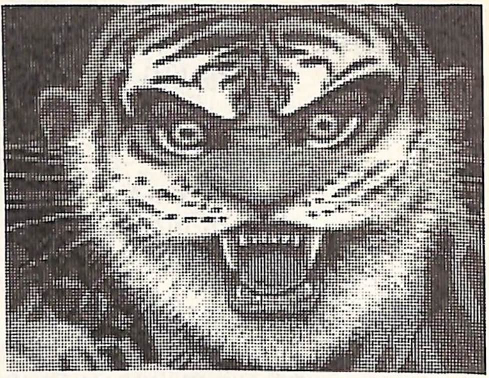


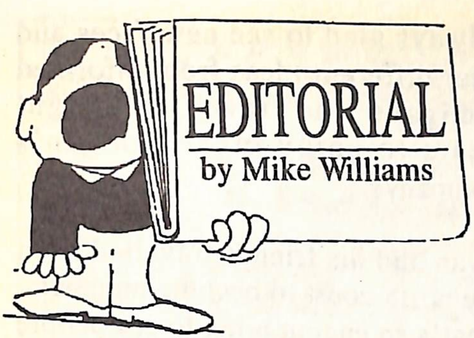
The Cover Story

This month's cover picture is a Ham-8 file called GSCN67.iff. It comes from another CD called A-GRAFIK-2. The file was 640 x 480 in size but contained a huge border and some advertising. Being Ham-8 it was in 256,000 colours and the file size was 159,900.

Cropping reduced it to 480 x 415 and converting it to 64 shades of grey only reduced the file size to 140,000.

The picture is a composite of a tiger face with a human nose, tongue and ears and just tickled my fancy.

Mike ●♂☺♀●



EDITORIAL

by Mike Williams

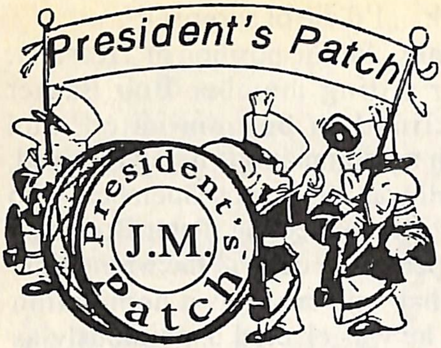
Well, our club AGM (Annual General Meeting) has been and gone for another year. It was surprisingly well attended this year with a good presentation of OpalPaint being made by Jasen after the formalities were out of the way.

Speaking of formalities, I better give the results of our "exciting election"! For Club President there was one nomination, from our sitting member Jasen Martin. Naturally he was elected unopposed.
For Secretary once again there was only one nomination (even though he tried to squirm out of it) and that was Barry Benyon. Barry is proving to be a great asset to the club and we thank him for his humorous efforts (Barry, you were only joking when you said you had booked your flight to South America with our Club Funds ... weren't you?!?)
For Newsletter Editor the nominations were me and Mike Williams. After much voting it finally went to Mike Williams. Ah well ... I guess you're stuck with me for another year. You can always get rid of me by threatening to write an article for Cursor. That would do the trick ... I'd die of surprise!!!
Finally, for the position of Treasurer. Our sitting member Bob Baxter declined to be nominated, and with no nominations being received, a call was put to those members who were at the meeting. Peter Bruinsma happened to cough at the wrong time so that was taken as a nomination and he was elected unanimously as Treasurer. After we explained to him he only needed to do 50-70 hours work a week for no pay and accept abuse from all members, he even seemed happy (or stunned) to do it. In truth, Peter volunteered freely and for that we sincerely thank him.

The final thing I want to bring up in this editorial is to urge ALL UNFINANCIAL MEMBERS to promptly pay their annual fees to Barry. You know, the club runs on a shoe-string budget with ALL money going back to you club members in the form of the Club Magazine, hire of the meeting venue, purchase of magazines for the library etc. etc. No pay of any sort is made to the Committee members, some of whom work up to 20 hours a week for YOU. It has got to the stage where unless we get more Club subscriptions, we will not have enough for the next 12 months, so if you have been putting off paying your subs, PAY IT NOW !!

Mike

Mike Williams - Editor ●♂☺♀●



Hello again fellow cursor readers. Doesn't the month go fast?

Well we had the Annual General Meeting last main meeting where Mike Williams was re-elected Newsletter Editor, Barry Benyon was re-elected Secretary and Peter Bruinsma was voted Treasurer. *(Jasen, don't forget that you were re-elected President ... Ed)*

I would like to formally thank all the members who attended. I would like to especially thank the committee members for all their efforts over the past year.

I would also like to especially thank Mike Williams for his continuous effort with our Cursor magazine. The quality of this club magazine is always high and is considered one of the best in Australia!

Well now the formalities are gone I would like to say how much I enjoyed the last workshop meeting. It felt just like the old days, mods playing and samples rife in a mused scene. Always glad to see new faces and hear different ideas from informed Amigans who travel many light years to enjoy other Amigan's company.

Evan and his friends travelled from the north coast to become members. That's so encouraging to see people that travel so far to help, learn and encourage other Amiga owners.

I personally enjoy hearing what other people are doing with their machines. It enthuses me so much to see people using there Amiga's creatively and with excitement, something I feel has been lost to some extent in the general amiga scene (but I admit I don't get out much!:( )

Hey, has anyone bought the new MultiMedia and DTV mag formerly known as ACAR. There is obviously more money invested in the production, the content is informative and interesting. They cover the basics of the subject well but I can't help but feel the Amiga is taking a back seat. I can hear Andrew Farrell (MM&DTV editor and ACAR's former editor) saying that it is the lack of content. This is most likely true and is truly a shame.

Speaking from a my own personal view I like the magazine because of it's professional layout and informative content on the subject.

Continued on page 14

ESCOM BANKRUPT: VIScorp Buys Amiga Technologies

July 24, 1996

An Open Message to the Amiga Community

from Bill Buck, Chief Executive Officer for VIScorp:

1. Escom AG and Amiga Technologies GmbH are in bankruptcy and will cease to exist as corporate entities. VIScorp has reached an agreement with the Trustee for the liquidation of these companies and with the creditors of these companies for the purchase of "Amiga." There were at least eleven different banks or companies that had claims to be "owners" of the technology and/or the inventory. Escom has liabilities of over $250 million. Imagine the confusion...

2. The steps that we had to follow through the last three months were painstaking. As the situation at Escom deteriorated, we had to continually re-negotiate our purchase contract. We could not speed up the process. Many things we wanted to begin immediately we have had to delay. The situation at Amiga and Escom were extremely troubled. This was, in part, because of the difficult financial and management situations at Amiga Technologies and Escom, but also because of how poorly organized the intellectual property had been under Commodore. In the course of the Commodore bankruptcy many problems developed that were never repaired.

3. The final purchase contract (the last of three) was signed on Friday, 19 July. It cannot be changed; it has been executed. The intellectual property of the former Commodore and the inventory of the former Amiga Technologies will be owned finally by VIScorp. The final paperwork will be completed in the next 30 days. During this month, VIScorp GmbH will be registered and Amiga Technologies will continue to operate temporarily in bankruptcy for VIScorp.

4. Petro Tyschtschenko and his staff will continue to operate from Germany. Raquel Velasco and Petro Tyschtschenko will be the new General Managers of Amiga, to be known as VIScorp GmbH. Al Duncan, a former General Manager of Commodore will join VIScorp to manage the sales and distribution of VIScorp and Amiga products in North America. Petro will continue to operate from Germany and manage the existing business. Raquel is looking for someone from the community to manage the re-organization of sales and distribution in Europe. Please contact Raquel if you are the right person for this job.

5. The engineering efforts of the former Amiga Technologies and the on-going engineering of VIScorp will be combined and professionally managed. We intend to implement the plans we outlined in Toulouse very shortly.

6. Please excuse our lack of communication with the community over the last months. We were severely restricted from communicating our activities. Please resend your emails to any of the VIScorp staff if they have not been answered by this letter. We simply could not answer all the emails.

7. Do not expect miracles from VIScorp, expect slow, but steady progress.

Thank you for your continued support.
Best Regards,
Bill Buck

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Sale of AT To VIScorp Finalised

On Thursday, the 18th of July, 1996 the final contract of purchase was signed between the bankruptcy trustee solicitor Bernhard Hembach and the president and CEO of VISCorp, William Buck, with approval of the 'pool of banks' for the entire remaining inventory and intellectual property of Amiga Technologies.

Between now and 18th of August 1996 VISCorp has time to establish the necessary companies to carry on with its current businesses.

In the meantime, the business will be run with the approval of the bankruptcy trustee Hembach under the name AMIGA Technologies GmbH i.K.

From the 19th of August, 1996 Amiga Technologies will finally be run under the name, control and ownership of VISCorp.

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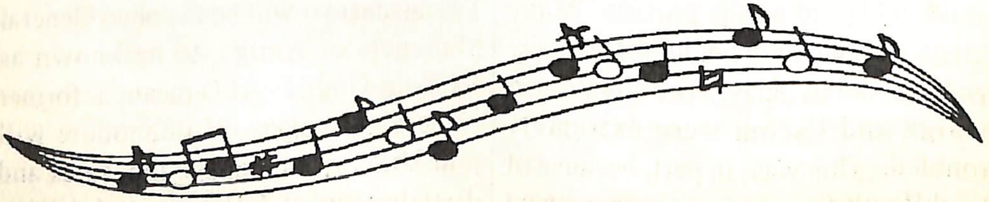

Iomega Fires At Syquest ... Again

June 19, 1996, 10:45 a.m. PST

Iomega struck another blow to Syquest with the announcement that a new slimmed-down internal version of its popular Zip drive will be available for laptop computers.

Iomega has been making significant gains against market giant Syquest with its 100MB removable Zip drive. Dataquest, a market research firm, says Iomega has reported that more than 2 million Zip drives have been shipped since March 1995, when the product was introduced.

To keep pace, Syquest earlier this week announced steep price cuts on its EZ135 drives in an effort to cut into sales of the 100MB Zip drive. But Iomega has countered with announcements that several major vendors will be shipping Zip drives in desktop PCs. And now, Iomega is aiming at laptop manufacturers, though no vendors have yet come forward to support the product.

Iomega, which is featuring a working prototype of the laptop drive at the PC Expo trade show in New York this week, expects the 100MB drive to ship in the first quarter of 1997. The company did not specify pricing.

Iomega also announced that it will drop the price of its 1GB Jaz drive. The price drop is a part of Iomega's strategy to make the Jaz drive a standard in the backup storage market, the company said in a written statement. The retail price of the external Jaz is expected to drop from $599 to $499, while the price of the internal model will drop from $499 to $399.

In conjunction with the price drop, the company announced a new internal PCI card that boosts the speed and performance of the Jaz drive on both the PC and Mac.

Iomega's aggressive marketing moves are mostly aimed at Syquest, and a document recently filed with the Securities and Exchange Commission indicates that Syquest is staggering from the blows. In the registration statement, SyQuest says it is seeking to convert 20,000 shares of preferred stock that was sold last month into some 3 million common shares because the company is still in need of cash. Last month's sale raised $19 million, but the company is struggling to pay suppliers for parts needed to manufacture new products, the statement shows.

According to the company's statement in the filing, the company has not been able to ramp up production of its new EZ Flyer drive yet because there aren't enough components to make them - a shortfall attributed to SyQuest's inability to pay suppliers. Even if production gets up to speed, the company isn't sure it can sell the drives for a profit because of the intense competition with Iomega. Earlier this month, SyQuest announced steep price cuts on its EZ135 in an effort to cut into sales of the Iomega 100MB Zip drive. The company was already losing money on each unit sold.

Iomega turned around earlier this week and offered a $50 mail-in rebate on ZIP drives sold from July 1 to September 15, 1996. In addition, Iomega has announced that several major vendors will be shipping Zip drives in desktop PCs. The company is also aiming to supply a Zip drive for laptops, though no vendors have yet come forward to support the product. Overall, Iomega is hoping to position the ZIP as the successor to the 3.5 inch floppy disk drives found on desktop computers now.

After posting a gross loss of $25.4 million in the last fiscal quarter, the outlook for SyQuest remains bleak even through next year. The company said it will probably need another infusion of cash to cover operating expenses, all while trying to fend off new competition in the form of the LS120 high-capacity optical disk drive being developed by Compaq Computer and other partners.

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Escom AG Passes Away

Saturday, July 27, 1996

The once mighty European PC manufacturer and retail distributor, Escom AG, will most likely become a memory soon. According to Reuters, the Dutch unit, Escom Netherlands, will be sold off through a management buy-out which is backed by two Dutch venture capital groups. The new company has announced that it will continue to sell computers through its network of 34 stores but that about 20% of the current workforce would be let go.

While this was good news for 80% of the Dutch employees, the UK division's 1,000 workers received very disturbing news late in the week when it was decided that Escom UK would have to be shut down after no buyers were found for the operation. Receivers for the company noted that discussions will continue with potential investors but that the high costs of continuing the operation have forced the decision to shut down.

Escom's sale of Amiga Technologies to Chicago-based VIScorp was finalized on July 18th. VIScorp takes complete control of all Amiga-based assets on the 19th of August.

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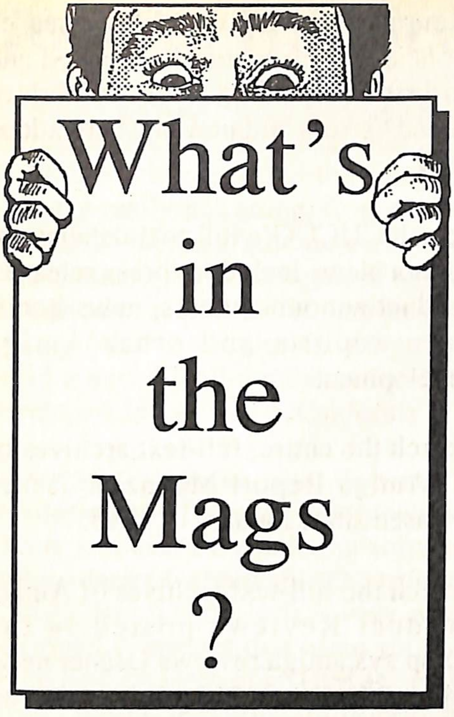

What's in the Mags?

This column aims to give the reader a quick overview of some of the more interesting articles or reviews seen in the latest Amiga magazines.
All of these magazines (and more) are available at our Club Meetings.

AMIGA MAGAZINE
June 1996

1. **Termite** is a terminal package and a demo version is on the cover disk this month.
2. The game of the month is **The Killing Grounds** and is on the second cover disk.
3. There is a good report on the **World of Amiga** show which was held in London in mid April. This show was very well attended (much more than was expected) and shows the dept of support the Amiga still has with its fans.
4. **Syquest EZ135** drive is reviewed.
5. **Iomega Jaz** 1Gb drive assessed.
6. A roundup of tests on 5 modems.
7. **Tekmagic 2060** accelerator is tested (also see Cursor test page 31).

MULTIMEDIA & DeskTop Video
July/August 1996

This is the first issue of the new replacement magazine for Australian Commodore and Amiga Review (A.C.A.R.). It no longer is exclusively Amiga, but now caters for PC and Mac too. In the contents page they show which format the article is aimed at (PC-Mac-Amiga) and it is good to see that 14 out of the 19 articles are Amiga-related.

1. **Scala MM 100** is reviewed for both the Amiga and PC.
2. **D.V.D.** is the newest CD format ready to be releaseed (by Christmas?) and holds over 10 gigabytes of data on a stadard-sized 120mm CD. That is 15 times more data than the present CD-ROM and they say that the production costs are only 14% higher than regular CDs (i.e. $1.40 instead of $1.25)
3. **Amiga News** is covered in 3 pages at the back of the magazine.
4. A comparison of Web Browsers including **Voyager, Alynx, IBrowse** and **AWeb**.

Mike

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CUCUG Announces The Ultimate Amiga WWW Search Tool

August 4, 1996.
The Champaign-Urbana Commodore Users Group (CUCUG) announced today the debut of its new Amiga Internet searching tool dubbed "Agnes".
This is available in conjunction with its popular "Amiga Web Directory" World Wide Web site at http://www.cucug.org/amiga.html.

Agnes allows users to search for over one thousand Amiga-oriented Web sites and more using flexible keyword matching.

According to CUCUG, one of the many major improvements over other Web searching utilities is that the description data contained CUCUG's database of Web sites is written by humans, not just sampled from the first few lines of the site's text. This reduces the number of false "hits" and increases the accuracy of searching according to Kevin Hisel, CUCUG's Amiga webmaster. Search results are also much easier to understand and displayed more quickly than other search tools.

From one page, Amiga WWW surfers can call on Agnes to:
Search for more than 1,000 Amiga Web sites using data which is far more accurate than "crawler" type search tools. Sites are regularly checked and updated meaning less "404 Not Found" errors and new sites are added daily.

Search CUCUG's full-text database of Amiga News including press releases, product announcements, news items, show reports and other Amiga developments.

Search the entire, full-text archives of all Amiga Report Magazine issues released since January of 1995.

Search the full-text archives of Amiga Product Reviews posted in the comp.sys.amiga.reviews Usenet news group. More than 400 product reviews are housed in CUCUG's huge archive.

Search all issues of CUCUG's own Status Register user-group newsletter which contains news, computer hints and tips, how-tos and information about CUCUG.

As a last resort, there is an option to query all of the above areas in one massive search operation. Users should allow extra time for this monster search to complete.

"We've put together the world's most effective Web search mechanism for Amiga fans. If it's Amiga and it's on the Web, we're pretty confident that Agnes can find it," Hisel said, referring to the all-encompassing capabilities of the new service."
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A Brief History of the Amiga

In 1985, a few years after the computer industry really got going, Commodore Business Machines (the makers of the highly successful Commodore 64 and Commodore 128 8-bit computers, among others) acquired the rights to build a new 32-bit computer from the developers in Los Gatos, California.

The new computer was, in a word, revolutionary. In nearly every way, it totally surpassed the existing software and hardware technology. The original Amiga, the A1000, was a very well-equipped computer that often sold for about half the price of an IBM PC at the time. Specifications included the following:
Motorola MC68000 16/32-bit microprocessor at 7.14 mHz
OCS (Original Chip Set) Custom Chipset, which included hardware for the video display, line drawing, graphics and animation, complex logic operations, music and sound, and I/O in general.
High-performance RS-232 serial port
256k Chip Ram, which could be expanded to 512k Chip Ram internally and 8mb fast Ram externally. Later developments allowed up to 2mb chip Ram to be installed internally.
Floppy disk interface with support for up to 4 3-1/2" drives
AmigaDOS: A compact, fast, and efficient OS with 32-bit, realtime, preemptively-multitasking operation.
A number of other models were later introduced, basically maintaining status quo with the small, inexpensive, 1-piece A500 and big A2000 with many slots and drive bays. It wasn't until 1989-1990 that the next big advancement took place.

The Amiga 3000 has been called the best-designed Amiga ever, and for good reason. Unexpanded, it still makes a powerful computer, and expanded, it runs with the best of them. It marked the transition to totally 32-bit architecture, with the bus being increased to a 32-bit width. It included the Motorola MC68030 at 25 mHz, comparable to a 486 at the same speed, and an MC68882 math coprocessor at 25 mHz as well. It had a 32-bit SCSI-II interface, and included a display enhancer and the newest members of the ECS (Enhanced Chip Set), as well as provisions for expanding memory to 2mb chip ram and 16 mb fast ram on the motherboard alone. It also featured a major update to the OS which saw the addition of many features, improvements in the user-interface, and increased integration, speed, and efficiency. What the A3000 lacked was sufficient room for many expansion devices, and the A3000T (Tower) more than made up for that. With a 68060 accelerator and 24-bit graphics card, the A3000T is every bit a modern computer.

Two years later, it was time for a new update; this time, the graphics subsystem was targeted. The AGA (Advanced Graphics Architecture) chipset was a tremendous improvement over the earlier OCS and ECS. This new technology was implemented in the MC68EC020-driven A1200, another one-piece unit, and the A4000, a large (bigger than A3000, but smaller than A2000) desktop MC68040-powered computer. 1992 and 1993 therefore saw a fairly rapid growth in the Amiga hardware and software industry as developers moved to make use of the unheard-of new power of the Amiga line.

1994, however, saw disaster for Commodore. After a long period of failing business, they collapsed in April of that year. Although Commodore had never truly promoted or developed their Amiga computer line to any great extent, and marketing was nonexistant, it was very difficult for the Amiga community when they disappeared. Indeed, despite widespread use as a video and graphics computer, the Amiga's status in the public eye remained significant only through the time of the A3000. It had never truly gained the acceptance it could, and should, have gained, considering its power. Another classic case of corporate murder of a product.

Although Commodore UK and CEI of Florida were apparently leading the bidding war that dominated the liquidation hearings, they (and the entire Amiga community) were surprised that, at the last minute, a German company by the name of ESCOM jumped in and took control. ESCOM, for those who don't know, is the Packard Bell and Radio Shack of Europe, in many ways. They set up Amiga Technologies as a subsidiary, and promised new developments, including additional features for the OS, and transition from the 680x0 series of processors to the PowerPC range. But before this could truly be put into effect, an American company known for its interest in the prospects of multimedia/internet set-top boxes, stepped in and bought the rights to the Amiga. They have professed an intention to continue the dream of the Amiga, but what is to come of this is still not known.

All of these events have been recent, but even more current is the latest development: several companies are interested in producing clones of the Amiga, among them Phase 5, a manufacturer of accelerator and graphics cards for the Amiga. These "Amiga Clones" would reportedly continue the Amiga's hardware and software philosophy to some extent, while improving the power and versatility of the system. Another clone, the Draco, has existed for over a year now, but has not played a major role in the Amiga industry since its introduction. What is to happen is still very uncertain and unknown.

Despite the uncertainty, there is hope for the future. There is a chance that, under new leadership, the technology and philosophy of the Amiga will continue to dominate and expand its own segment of the computer industry and community. What is to come remains to be seen. ●♂☺♀●

Presidents Patch continued from page 6

If you do see it read the article in the Amiga section that tries to give a 'reality check' on the whole Amiga scene (disappointing but sometimes the truth hurts, but there is still hope for the Amiga!)

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Amigas of the Future

by Eyal Teler

After reading the Message from Sweden in AR4.07, I felt that my own opinion should be heard, as a representative of a different viewpoint.

I'm a PC owner for almost a year and a half now (a slow 486-66, but still considerably faster than my Amiga was). I'm still following the Amiga scene, because I like the Amiga, although I must say that as time passes, even PC OSs are getting better in some areas than the Amiga OS (and the hardware, well...).

I can't say I represent any specific crowd. Basically, I like cheap machines which do a lot of things; I don't need the newest, greatest technology, but I do buy good things when I see them (like the Syquest EZ135); I play games and do word processing most of the time, but I also program and run the occasional paint or 3D program.

With the new potential buyout, which means that new Amigas will likely take even longer to arrive, I'm getting a bit pessimistic, but I'm still hopeful. So here's what I think (I tried to keep to the numbering of the Swedish text). What I have in mind is a kind of "stop gap" machine. Something good enough to convince people that the Amiga is a worthwhile buy (or at least worth checking out). I'd love a PowerPC Amiga (or whatever fast processor) for the future, and I know what I want from it (again, a cheap price is first on the list), but I think that something is needed in the meanwhile, and a Walker-like Amiga is a good start.

1. I always liked the small boxes of the A500 and its kin, but it seems that most others don't. Big boxes are more practical, since they allow more devices inside. So here I agree with others (and AT, it seems).

2. Standard components are a good thing, especially if they are advanced enough. Again the Walker is a good thing.

3. SCSI should be optional. EIDE is cheap, and provides very high speeds. EIDE disks are cheaper than their SCSI counterpart. Most computer users (i.e., PC users) seem to be satisfied with EIDE.

4. The Amiga should have a large hard disk and a CD-ROM as standard. Prices are quite cheap - a quad speed CD-ROM would cost me $60+VAT here in Israel, so it should be even cheaper in the US, for

example. Don't go for the latest and greatest hardware. I want a cheap Amiga which is good enough. I don't want to pay for technology which I don't really need (like 8x CD-ROMs - even though these should be very cheap by the time the Walker arrives, so perhaps should be included). I certainly don't want to be forced to buy non-standard technology for a high price (like a ZIP), where I'd rather select it by myself (and get an IDE EZ135).
5. I'll come back to the bundled software later.

6. AGA is not very good as a hardware standard. I'd still say that an AGA Amiga could sell, because AGA is adequate for many needs. If possible, a very cheap PC SVGA chip should be includes (and the two should be integrated as best as possible). Even a pure frame buffer with no acceleration will be enough - it gives a chunky display and low end true colour (or high colour). I don't need 16-bit sound. More voices will be nice (most PC programs take a lot of CPU time to simulate several voices on non-wave-table sound cards), but for now the Amiga sound is still adequate for games, especially with CD sound available through the CD-ROM drive. A DSP might be a nice addition, although a Java chip could be a nice alternative.

7. MP and RT can be a nice addition for a future OS upgrade. I think than most important for the OS will be support of SVGA cards as standard, especially if the new Amiga comes with a PCI bus.

10. A virtual reality workbench might not be practical (especially with the low resolutions of today's VR glasses), but built in support for 3D and VR could be a nice addition to a next generation Amiga. A VR bundle could be a nice thing, but will only work if it comes with enough software (i.e., games), and is cheap enough to compete with PC offerings.

11. Put all the cheap hardware you can into the Amiga. Sound sampling first. All PCs have it. 8 bit is enough for now. Allow both LINE IN and MIC. Voice control could be added. Even if it's minimal, it'll be nice. The number of voice controlled games on the PC is very small (I know of one), strangely enough, so Amiga could have a good start in this area. MIDI will also be nice. If you can have decent quality genlocking as standard (for cheap), that'll be nice too. A DSP (or Java chip) are cheap too, so might be another option. Don't go overboard, though - putting a $200 3D chip and a $200 detachable drive will raise the price too much and provide too little benefit (PC programmers usually prefer to use the CPU for 3D anyway, because it's more flexible).

12. Use a 20MHz 68EC040 as the entry level CPU. These cost $50 in quantities of 1000 some 3 years ago. I don't know the current prices, but they must be cheap enough, even in the socketed version. A socketed 68EC040 should on one hand be adequate and cheap for an entry level Amiga, and on the other hand be upgradable to a fast 68060 in the same socket.
(PC people will appreciate this.)

13. Keep the price low! A low end Pentium multimedia machine costs less than $1500. For this price you can get 16MB of RAM and a 1.3MB hard disk, a 16-bit sound card and 6x CD-ROM drive, a 15" monitor, and some bundled software. Sure, it'll be a nameless PC, but it'll survive for a year or two (by which time it'll be old technology). The Amiga won't be able to compete in terms of power, but might be able to survive if it has a low price point, and comes with an attractive enough bundle. Price is more important than features. Hardware features which are not dirt cheap to add shouldn't be added, unless current software will be able to use them (like a MIDI interface, for example). Take a DSP, for example - it might be a nice option, but it won't survive into the PowerPC age (as happened to Macs), and older Amigas don't have it. Unless the stop-gap Amiga is with us for a long time, the DSP won't get much use (a Java chip will get more use, probably).

14. Bundle, bundle, bundle! This is probably most important. This is, IMHO, what can make the Amiga sell, and can make people write programs for it. I wanted to write about this to AT, so I'll kind of address this to them.

The first target of bundling is convincing people that the Amiga has software. This is a very difficult task, considering that the PC has considerably more software in most (if not all) areas. Contrary to popular Amiga misconception, PC software is cheap and powerful (although there are of course very powerful programs which are also very expensive). Building a good software library can be done by buying British PC mags (as in the case of the Amiga), and Imagine 3 and Vista Pro 3 have already been bundled with Future Publishing magazines.

IMO, the Amiga should be bundled with as much software as possible. This doesn't have to be the latest software, but it has to cover every type of software imaginable. And software which is not bundled as a full program should be there as a demo. Give everything that was given with Amiga mags.

PC bundles are usually unimaginative - a productivity bundle, a photo editing (and perhaps morphing) program, a multimedia encyclopaedia, some games and some educational programs. The Amiga should come with 3D programs, MIDI programs (Bar&Pipes, Music X), automatic music creators, sampling and effects software, image editors, multimedia design programs (Scala and the like), DTP programs, structured drawing, and, of course, productivity programs of all types. Emulators should be there in force, too. Mac and PC ones, of course, but C64 and others, too. Just put everything. If there's no place on one CD, use two. Almost forgot Internet and networking programs. Internet is very important. And don't hesitate to give good PD programs in the bundle.

Not to be forgotten are games. The PC is very strong here. There should be games of all types included. The obligatory Doom-style games should be there, of course, but adventure/RPG/strategy games should be there in force, too, as much as possible. If there's one reason I like PC gaming is the number of strategy and adventure games. It doesn't matter if the bundled games are a bit old, but people must know that the Amiga has everything. X-COM (UFO: enemy unknown), Sim-City 2000, Frontier, King's Quest 6, Simon the Sorcerer should be put there. Even oldies like Eye of the Beholder could add to the attractiveness of the bundle. Did Magic Carpet ever make it to the Amiga? Any decent flight simulator? And, of course, the arcade style games. These have always been better on the Amiga.

The number of actual games bundled should not be too great, but they should be as varied as possible, and there should be as many demos as possible. There should also be a CD32 game (or a specially designed CD game), to prove that multimedia and game animations are known to the Amiga. Try to include games and demos which run from Workbench, and can quit back to it. Windows 95 users will soon see it as a must.

Include a British-magazine-style instructions for the software. A 200-300 page magazine, with 10 page instructions and tutorials for full programs, 1-2 pages for demos, 1/2 page to 1 page for games and game demos. And this mag should include upgrade offers to the full packages and latest versions.

The other way of convincing people that the Amiga is worth something is to put technology demos on the disk. If possible, put demos of things the PC cannot do, or doesn't have as standard yet. For example (the only thing I can think of that the PC doesn't really have), do overscan video. Is it possible to display high frame rate full screen HAM8 (or even just 256 colour) overscan video from a quad speed drive? I hope that a 68EC040 or a bundle DSP could do it. Voice control of some Workbench elements? Why not bundle a head mounted microphone for this? Have a tutorial with video and speech. Everything that shows that the Amiga is still at the forefront of technology (even though it's not) should be put there.

Make people feel at home with the Amiga. Give as much documentation as possible. What you don't give as books give as AmigaGuide docs (or HTML docs, for this matter). Have interactive tutorials of both workbench and the shell. Have full ARexx docs. Have tips and tricks. Show the special features of the Amiga. Give online docs for bundled programs.

The last thing that the bundle should do is make people write for the Amiga. For one thing, companies will want their programs and demos to appear on the CDs, and PD programmers will also want the recognition (I assume that the bundle will change every several months). But the other way to convince people to write for the Amiga is to make it easy, and that's where the bundle comes in.

First of all, give as much documentation as possible. It shouldn't be too difficult to create an AmigaGuide version of Includes and Autodocs. And giving the latest includes in the bundle will also be nice. Give instructions on ARexx programming, have a programming guide for the Installer. Everything possible should be there. I don't expect the complete books of how to program the Amiga, but the above will give a good start for programmers.

Secondly, bundle programming languages. When I said that I want everything bundled, I meant it. Give AMOS, Blitz, Devpac, DICE, and anything else which have been given on coverdisks. Let the companies offer upgrade options to the latest, full versions. Give PD language implementation (Oberon, etc.). Include GUI creators. That's very important - no PC programming suite will come without one.

If possible, this bundle should be made available to existing Amiga owners.

Okay, that's it for now. Comments are welcome.

Eyal
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Announcing AWeb-II

June 3 1996

AmiTrix Development is pleased to announce the first commercial release of the popular WWW Browser "AWeb" by Yvon Rozijn, along with the first commercial release of the "HTML-Heaven" suite of code generating tools by Paul Kolenbrander. Both programs will be bundled together with additional tools in the new AWeb-II package to be published & distributed by AmiTrix.

AWeb-II will include the following:

1. AWeb v2.0, now with support for background images, localization, icons, hierarchical hotlist, background/text/link colours, image borders, centering, enhanced lists, user-configurable ARexx menu, more ARexx commands, limited frame support, history window, external default images, plug-in support for mail/FTP/telnet/news, automatic TCP stack start/stop, and other new HTML 3.2 tags, with more to come.

2. HTML-Heaven v2.0, with new ToolChest and Charrie programs, added support for HTML 3.2 tags, HTML tutorial, and WYSIWYG editing using AWeb with almost any ARexx compatible text editor. Create your own Web Pages and documents with ease by simple point & click insertion of tags from the tool lists, and now Charrie adds HTML entities as well. More new features are under development.

3. AWebMail & AWebFTP ARexx plug-ins by Josef Faulkner.

4. FTPMount v0.8 FTP filesystem plug-in by Evan Scott.

5. HTTX, an HTML to text conversion program by Gabriele Favrin.

6. A free upgrade will be provided to registered purchasers of AWeb-II once the addition of table support and further HTML 3.2 features have been completed.

The authors wish to assure the existing registered users of the shareware versions of AWeb v1.x and HTML-Heaven v1.x that they will be able to upgrade to the new version.

AWeb-II requires at least 2MB Ram, Workbench/Kickstart 3.0 or better, a TCP/IP stack to access the WWW, and appropriate GIF/JPEG datatypes.

Scheduled release date for AWeb-II is July 1/96, MSRP will be $45.00 US. ●♂☺♀●

Apple Computers In Trouble

CUPERTINO, Calif. (Bloomberg) - Apple Computer Inc. stock fell Wednesday (6/26/96) to its lowest point in nearly 10 years as analysts and investors said the future of the struggling computer maker remains in doubt.

Apple's stock dropped 3/4 to 19 7/8 in trading of 3.61 million shares. That's the lowest point since Nov. 24, 1986, when the stock fell to 19. Shares traded as high as 48 3/4 last July.
"There's been no positive announcement in the past three months," said Gary Kaminsky, portfolio manager at Cowen & Co., who owns Apple stock. "People are really starting to think, 'Is Apple going to survive at all?'" Investors have been hard-pressed to find a reason for optimism. The company is still cutting prices to spur demand to get rid of existing inventory, and two of its most prominent software engineers left this month to join Microsoft Corp. "When things are melting down, there is no such thing as a support level. You need a reason to buy, not a reason to sell," said analyst Stephen Dube of Wasserstein Perella Securities.

Technology companies, including computer makers, chipmakers and software publishers, have been hammered over the past few weeks on concern that second-quarter earnings won't beat estimates. Computer companies in general face sluggish sales in Europe, while demand for personal computers from home buyers has slowed from last year's pace.

Apple, which posted a $740 million loss in its fiscal second quarter, is expected to continue losing money for the next several quarters. The No. 3 PC maker had to write down more than $380 million of its inventory to account for lower selling prices. That squeezed profits and forced Apple to cut 2,800 jobs.

Apple's sales are expected to fall about 11 percent to $2.3 billion in the third quarter, and it will report a loss of about $1,10 cents a share. The lowest estimate from Wall Street analysts is for a loss of $1.79 a share. "It could be worse than expected." said Dube, who expects the loss to come to $1.40 a share. "They are still cleaning house." Already, some companies that rely on Apple for significant portions of their business have warned of lower earnings.

Apple Chairman Gilbert Amelio, who took over in February, unveiled his reorganization strategy last month, naming a new chief operating officer and creating four product groups. The company also sold $661 million in bonds that can be converted into stock in order to shore up its cash position.

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New Blizzard 68040 40MHz Boards From phase 5

Oberursel, 06/05/96:

Blizzard 1240 T/ERC

With the beginning of July 1996, phase 5 digital products will release the Blizzard 1240 T/ERC, a low cost 68040 based accelerator board especially for tower housed Amiga 1200 main boards.

Due to the mechanical dimensions and the high power consumption together with the heat emission of the 68040 processor and therefore the needed active cooling cap the board will not fit into standard A1200. The abbreviation ERC stands for EcoReCycling meaning the processors used on this board are recycled and tested 68040 processors operating at 40MHz with MMU/FPU. By using these processors a very competitive pricing of DM549,- for the Blizzard 1240 T/ERC is possible. The board is expandable to a total amount of 128 MB of RAM by standard 72 pin SIMM. All other specifications are the same as those for the well known BLIZZARD 1260; so later upgrades to the 68060 processor can be easily done.

Like it's Big Sister, the Blizzard 1240 T/ERC can be expanded by the SCSI Kit IV.

Blizzard 2040 ERC

Also good news for all A2000 users. A Blizzard 2040 ERC will be available equipped with the same recycled and tested 68040 CPU with MMU/FPU running at 40 MHz clock frequency. All other specifications are exactly the same as for the BLIZZARD 2060.

The Blizzard 2040 ERC will be sold for DM 699,-- and like the Blizzard 1240 T/ERC upgradeable to the 68060 processor.

Cyberstorm MkII 040/40ERC

Last but not least: with a release date in September, the ERC version of the Cyberstorm MKII board will be available. The Cyberstorm MKII 040/40ERC will have the same specifications as the 68060 version.

This turbo board can be used in all A3000, A3000T, A4000 and A4000T and can hold up to 128 MB local Fast RAM. Of course this board can also easily upgraded to the 68060. The pricing for the 68040 version with MMU/FPU running at 40 MHz will be DM 749.

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PowerPC Chips For the Amiga

500 MHz PowerPC chip in time for PowerAmiga

(May 15, 1996) Exponential's first chip should be available for testing this month. If things go to schedule, a second-pass design will tape out in the summer and the chip, whatever it is called, will start production in the new year. The 150 square millimeter chip is 40% Bipolar and 60% CMOS (the caches) and compatible with a 604. It could exceed 500 MHz and become the fastest available chip. Just before the PowerAmiga arrives.

Ideal PowerPC chip for the Amiga arrives

(May 14, 1996) Motorola and IBM recently announced new 604 and 603e chips available in volume. The 604 is now available in 166 MHz and 180 MHz. While the new version of the 603e has finally arrived in 166, 180 and 200 MHz.

So which is the new Ideal PowerPC chip for the Amiga? The Amiga is about affordable power. The 604's are $499 and $693 In quantities of 1,000. Good value compared with Pentiums, but as much as a A1200 all on their own. The 200 MHz 603e costs $360. Which is better and will shortly find it's way into some PowerAmigas, But imagine an affordable Walker type computer with a 166 or 180 MHz 603e. These use just 3 watts so will be happy in an A1200 accelerator. Best of all you have real power available NOW for just $224 for the 166 MHz version and $256 for the 180 MHz version.

By the time manufacturing of the motherboard AT's profit transport wholesaler, retailer and tax man have had their go, it won't be the cheapest computer. But it will be faster than the fastest Pentium you can buy today.

These are release prices so you can expect them to come down even before the PowerAmiga arrives.

New 180 MHz 604 vs New Pentium 200

(April 30, 1996) In contradiction to what was said earlier (see Effective Upgrades, PowerPc processor boards vs. New Pentium Overdrives). Intel has said it will have acceptably priced 200 MHz Pentiums on the street by the end of the year. Someone from intel also said prices will be so low by then that a 133 or 150 MHz pentium will be a low end computer.

Meanwhile Power Computing revealed the new Power Tower range with a 166 or 180 MHz 604 PowerPC. This is NOT a 604e. Unlike the 604e which can handle bus ratios of 4:1 the standard 604

Continued on page 26

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Hard Drives

Seagate 40 Mb 2.5 IDE	$50
Seagate 1.08 Gb IDE	$329
Seagate 2.1 Gb IDE	$489

Memory

4Mb SIMM 72-Pin 32-Bit	$ 69
8Mb SIMM 72-Pin 32-Bit	$119
16Mb SIMM 72-Pin 32-Bit	$219
32Mb SIMM 72-Pin 32-Bit	$419

Amiga Hardware

Amiga 1200HD, 170Mb, S/W etc.	$1299
Amiga 1200HD, 40Mb (used)	$ 649

Disks

2nd Hand 3.5" DSDD	50c
Magazine CoverDisks	50c

Iomega Zip Drives/Disks

Iomega SCSI Drive + Disk	$349
Iomega ZIP Disk x 1	$ 35
Iomega ZIP Disk x 3	$ 95
Iomega ZIP Disk x 10	$290

Games (*-AGA)

*Alien Breed 3D - II	$69
*Breathless	$69

Massive Software Price Reductions on items in stock.

Please call or visit for details.

How's a starting price of $1-00 per title sound???

Modems

Dynalink 28.8K V34	$[illegible]79
Dynalink 14.4K	$199
GPFax Software	+$35

CD-Roms Titles

Ami-Net 13	$29-50
Ami-Net Set #3	$70
CD-32 Games	$10 - $65

Many more titles ... Call!

Accelerators - A1200

DKB Cobra 33MHz	$249
DKB Cobra 40MHz	$299
GVP A1230 40MHz 4mb	$349
Tek Magic 50MHz (68060 for A2000)	$1699

Test Out Our New Policy

On identical products available elsewhere in Australia, Synapse Computers guarantee to match the best price you've found (subject to verification) and we'll even throw in a free new game from a selected range we have in stock as a thank-you for choosing to do business with us.

P.S. Free games are limited to only the first 400 customers.

CD-Rom Drives

Sony 4X internal SCSI	$299
Sony 4X external SCSI	$449
Amiga 2X CD-32 (used)	$199

Graphics

VLab Card (used)	$249
SCALA MM400	$399
Personal Paint	$69

Software

Wordworth 5	$149
Money Matter V4	$99
DataStore	$119
Deluxe Music V2	$99
Blitz Basic V2.1	$99
DTU-IOQ V1.1	$89

Bits & Pieces

HP DeskJet 400 printer	$349
A2000 RAM card incl. 2Mb	$299
A2000 RAM incl. 2mb - Used	$220
RocGen Plus Genlock	$249
Surf Squirrel	$229
Amiga OS3.1 kit(A500/A2000)	$199
Link-It! (Amiga to PC)	$79
Power Copy V3.05 SPECIAL	$25
External Drive Used	$70
Amiga Mice	$30 - $70
Amiga Joysticks	$25 - $45

Cables

ParNET Cable/S'ware	$25
NULL-Modem Cable	$20
A1200 2.5"-3.5" IDE	$30
Parallel Printer Cable	$10
Serial Cable RS232	$10

TRADING HOURS

Mon - Fri 9am - 11am & 12n - 6pm
Saturday 9am - 11am & 12n - 5pm

Other times ... by appointment.

PowerPC Chips continued from page 23

can only handle 3:1. So to run at this speed it needs a bus speed on the motherboard of 60 MHz. Power Computing use modified 7200 PowerMac boards. These may not be as good as the newer PowerMac boards but the new ones with interleaved memory etc. can only handle bus speed up to 50 MHz. Hence Apple intend to wait until the 604e arrives to make computers over 150 MHz (up to 200 MHz).

Power Computing also released the PowerCenter series, Which includes the cheapest ever 604 based computer. The 120 MHz PowerCenter cost just $1895.

Power Tower 180 180-MHz 604 16/2GB/512K L2 $4,195
Power Tower 166 166-MHz 604 16/2GB/512K L2 $3,795
PowerCenter 150 150-MHz 604 16/1GB/256K L2 $2,995
PowerCenter 132 132-MHz 604 16/1GB/256K L2 $2,495
PowerCenter 120 120-MHz 604 8/850/256K L2 $1,895

Remember clock speed is not everything. The new 604e will be even better and prices of these may well come down to match future lower priced Pentiums. Until then the PowerCenter offer a good low price alterative, while the 180 MHz PowerTower should be faster than anything with Intel inside until P7 arrives. Whatever year that is.

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Amiga Supports 1996 Olympics

July 22, 1996

The 1996 Summer Olympic Games provides a unique opportunity for the Amiga to demonstrate its worldwide appeal, especially among news and media professionals from Europe and the Americas.

Several US-based Amiga companies have joined forcs to provide computer support to the press agencies attending the Games. A series of high-end Amigas are being placed at the heart of the media editing room for use as an onsite editing tool for video footage taken by various reporters and media producers. The Amiga will be getting some positive media coverage and a chance to demonstrate it's prowess handling complex broadcast and video graphics.

Special thanks are extended to Keith Cagle, of Virtual Reality Productions, who organized the event space. VIScorp would like to thank the Amiga community for its support in this effort, especially the following companies for their contribution:

Virtual Reality Productions, QuickPak, New Tek, Anti-Gravity Products, DPS, Micropace

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Blizzard 1260 Turbo Board

50 MHz 68060 Accelerator board for AMIGA 1200

With the overwhelming performance of the XC68060, the newest and fastest processsor in the 68k family, the BLIZZARD 1260 Turbo Board provides the AMIGA 1200 with a performance level hitherto unknown in this form and at such low costs.

With integer speed exceeding 80 MIPS and the high performance of the integrated floating point unit (FPU), the AMIGA 1200 can be expanded into a powerful workstation which is more than adequately equipped for today's demanding applications such as 3D calculations and ray-tracing, image processing, animation or video processing.

Additional expansion options for memory and the DMA port for the BLIZZARD SCSI-Kit IV allow flexible upgrading depending upon necessity and requirements. Depending upon application, its performance is between 10 and almost 40 times that of an AMIGA 1200 already equipped with Fast RAM; even the most time-consuming applications are processed in an extremely short period of time. With this performance rating and the the customary high quality of a typical phase 5 product, you also will be able to enhance your AMIGA 1200 to state-of-the-art performance levels.

Technical Data BLIZZARD 1260 Turbo Board:
High End Accelerator Board for the AMIGA 1200, with 50 MHz 68060 Processor with FPU/MMU for maximum performance in integer and floating point applications.

A 72-pin SIMM socket allows easy memory upgrades by use of standard 32 bit SIMMS up to 64 Mbyte (up to 192 MByte with the BLIZZARD SCSI-Kit IV).

Autoconfiguring memory and optional MAPROM function for copying the operating system into the fast memory.

A very fast memory design allows high memory performance resulting in excellent overall system performance and significantly accelerated graphics.

A DMA expansion connector allows upgrading of the BLIZZARD 1260 with expansion modules such as the BLIZZARD SCSI-Kit IV.

Asynchronous design for full

genlock compatibility, 68060 may be disabled with a simple keystroke on boot up to enable A1200 to revert to 68020 mode allowing full game compatibility.

Battery backed, self-recharging clock with calendar.

Fits easily into the Trapdoor Expansion slot in the base of your AMIGA 1200.

Does not invalidate On-Site Warranty.

Highest quality of manufacturing incorporating latest SMD technology.

Made in Germany with a 12 months parts and labour Warranty.

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BLIZZARD SCSI-KIT IV

The BLIZZARD SCSI-Kit IV is a fast SCSI-II DMA controller which allows the instant access to a large variety of SCSI-I and SCSI-II devices available on the market.

Its 32-Bit DMA engine transfers up to 10 MBytes/sec. with up to 80% free CPU time, defining a new performance dimension for an A1200 expansion. A second SIMM socket allows the memory on the BLIZZARD accelerator to be expanded by up to 128 MBytes. These features make the BLIZZARD SCSI-Kit IV ideally suited for all High End applications on the AMIGA 1200.

Technical Data BLIZZARD SCSI-Kit IV
FAST SCSI-II DMA Controller for the BLIZZARD 1230-IV or the BLIZZARD 1260 Turbo Board), with full autoboot capability Transmission rates up to seven Mbytes/sec. asynchronous and up to ten Mbytes/sec. synchronous on the SCSI-bus.

72-pin standard SIMM socket for memory expansion by up to 128 MB in addition to the memory already installed on the BLIZZARD Turbo Board, completely auto-configuring.

The processor on the BLIZZARD Turbo Board is not burdened because of the DMA transmission (Direct Memory Access). The BLIZZARD SCSI-KIT IV therefore is ideally suited for multimedia applications.

Comprehensive software including the dynamic caching software DynamiCache and the CD-ROM file system CDrive facilitates working with slower SCSI devices and allows immediate connection of CD-ROMs.

Made in Germany, 12 months warranty.

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Treasurers Report 95 - 96

After another year of indecision and change of ownership, the future of the Amiga ia still not clear. With little product available and nil marketing, our source of obtaining new members is limited.

What we are left with is a dedicated band of enthusiasts content in knowing their machines can still hold their own with the latest IBM clones. The Tuesday Main Meetings and Sunday Workshop Meetings are still well attended, with a lot of interest this year in the Internet.

What all this means to the club is we will have to be very fugal with the limited funds available. By far, the largest outgoing cost is the printing of the clubs newsletter. Advertising in the newsletter, has in the past, offset a large percentage of producing Cursor. At the beginning of the last financial year we had five advertisers, now we are down to two, Imaging Technology, and Synapse Computers.

Please support these companies where possible, both have been long standing supporters of the club.

A summary of last years income and expenditure follows, together with June's Trial Balance.

	93-94	94-95	95-96
Opening Balance	5458.18	3906.35	3210.17
Receipts	13161.75	9635.85	5198.79
Bank Interest	143.79	87.94	37.24
Expenses	14857.37	10419.97	4817.23
Closing Balance	3906.35	3210.17	2298.38

After two years in the Treasurers position, I will not be seeking re-election. Changes in real life work commitments have made it difficult for me to find time, especially at the end of month and financial year, to attend to the clubs Treasurer duties.

Any member who is interested, but not sure what is involved can contact me on the phone number in the front of Cursor, or at the Sunday workshop. No accountancy skills are necessary. For salary package refer to our secretary.

Thanks to all the committee members for all their assistance over the last two years, their input has made the job so much easier.

Bob Baxter
(Honorary Treasurer)

Commodore-Amiga Computer Users Group Qld Inc. - Ledger Book
TRIAL BALANCE PRINTED ON 30-JUN-96

YEAR TO 30/6/95 Dr.	YEAR TO 30/6/95 Cr.	A/C #	TITLE	JUNE 1996 Dr.	JUNE 1996 Cr.	YEAR TO 30/6/96 Dr.	YEAR TO 30/6/96 Cr.
-	1813.20	1	Stock Sales	-	-	-	280.45
-	4674.20	51	Membership Fees	-	45.00	-	2296.10
-	827.85	55	Library Fees	-	-	-	230.00
-	70.00	-	Equipment Hire	-	-	-	20.00
-	2350.00	70	Advertising in Cursor	-	110.00	-	2335.00
-	87.94	75	Interest	-	-	-	37.24
-	113.60	-	Copying Charge	-	-	-	-
-	9936.79	-	**TOTAL FOR Sales**	-	155.00	-	5198.79
1233.06	-	-	Stock Purchases	-	-	66.75	-
392.73	-	180	Closing Stock	-	-	209.04	-
1625.79	-	-	**TOTAL FOR Cost/Sales**	-	-	275.79	-
23.30	-	300	Bank Charges	0.25		12.15	-
614.65	-	350	BBS Expenses	-	-	-	-
4308.22	-	400	Cursor Expenses	-	-	3162.10	-
-	-	425	Depreciation	-	-	-	-
329.00	-	450	General Expenses	-	-	30.00	-
423.15	-	500	Insurance	-	-	423.15	-
328.00	-	550	Legal Fees	-	-	320.50	-
146.11	-	570	Postage	-	-	196.82	-
70.00	-	580	Post Box Charges	-	-	70.00	-
385.53	-	590	Printing and Stationary	-	-	177.60	-
98.80	-	610	Repairs and Maintenence	-	-	189.00	-
68.36	-	630	Telephone	-	-	43.91	-
1810.24	-	600	Venue Hire	-	-	192.00	-
-	-	430	Bad Debts	-	-	-	-
8605.36	-	-	**TOTAL FOR Expenses**	0.25		4817.23	-
-	10397.14	1100	Opening Equity	-	-	-	10397.14
1567.54	-	1100	Profit B/Forward	-	-	3567.96	-
1567.54	10397.14	-	**TOTAL FOR Equity**	-	-	3567.96	10397.14
3210.17	-	-	ANZ Bank	194.75	-	2298.38	-
1439.00	-	1250	Trade Debtors	-	40.00	2346.20	-
1427.51	-	1260	Stock on Hand	-	-	-	487.58
10.00	-	1225	Petty Cash President	-	-	10.00	-
-	-	1235	Petty Cash Secretary	-	-	-	-
-	-	1240	Petty Cash Treasurer	-	-	-	-
10.00	-	-	Change Float Amiga Sales	-	-	10.00	-
6096.68	-	-	**TOTAL FOR Curr.Asset**	194.75	40.00	4664.58	487.58
19.00	-	1500	Book Library	-	-	19.00	-
130.00	-	1505	Magazine Library	-	-	289.20	-
915.55	-	1510	Software Library	-	-	1225.75	-
401.00	-	1520	Equipment	-	-	251.00	-
973.00	-	1530	BBS Equipment	-	-	973.00	-
2438.55	-	-	**TOTAL FOR Fixed Ass.**	-	-	2757.95	-
20333.93	20333.93	-	**REPORT TOTALS**	195.00	195.00	16083.51	16083.51

Review: Tek-Magik Accelerator Card
By A.Karantze

Product: Tek-Magik Accelerator Card (Available now)
Type: 68040 or 68060
Amiga Model: A1500 (UK), A2000, A2500 (US)

System Used: A2000 rev 4.1, ECS chipset, Kickstart 3.1, Workbench 3.1, ICD Flicker Free Video I (FFV), EMPLANT Deluxe, Picasso 2 (2mb RAM), Quantum Pro 340mb, Quantum Trailblazer 850mb, Reno Portable CD-ROM drive, Iomega ZIP drive, Supra 14.4LC modem, Philips SVGA monitor, Power Computing 1.76 HD Floppy, Cybergraphics v2.16

The lost prince? perhaps it is. This card is one of the last projects that GVP had on their drawing boards before they decided to call it a day and implode. Based on the highly desirable G-Force line of A2000 accelerators, these cards represent awesome power and one of the last injections of life into that workhouse line of Amiga computers.

The first accelerator I ever purchased was an ICD AdSpeed, a 68000 running at 14Mhz. This was soon traded in on a CSA Derringer 030 card running at 25Mhz, which on my Amiga programs performed admirably, if a little slowly. Ever since I installed a Picasso 2 card in my A2000 however, I longed for more and more speed, and so I purchased the 68060 card (and drove the receptionist at Power Computing nuts until it was released!)

I run multiple emulation systems, as readers who know me will attest, such as EMPLANT {MACPRO and e586DX), Shapeshifter, and PC Task 3.1. Whereas the Amiga OS is a nifty runner, the MacOS and Windows3.1 are real resource hogs. Using these programs made for an interesting workout on the 060 processor.

The Card:

The card itself is a multi-layered A2000 type card (ie Big and Brutish) that is very sturdy and well designed. The 68060 sits in the top right corner, a little sliver of silicon and graphite no more than 4cm square. A fan sits on top of it, although at 3.3v it certainly doesn't draw as much power as the 68040 (5v). An internal 50pin SCSI-2 connector runs along the top of the card, and about half of the card's length is taken up with SIMM sockets. There is also an external SCSI-2 connector, but this is not the standard 25-pin D-type found on other SCSI-1 cards. It is a High Density Fast connector, a square D-type 50-pin type. These are more unusual but are necessary for the SCSI standard to achieve the higher speeds that have been touted for some years (remember the 10mb/s issue?).

There are four 72-pin industry standard sockets and four GVP 64-pin

Commodore-Amiga Computer Users Group Qld Inc. - Ledger Book
TRIAL BALANCE PRINTED ON 30-JUN-96

YEAR TO 30/6/95		A/C #	TITLE	JUNE 1996		YEAR TO 30/6/96	
Dr	Cr			Dr	Cr	Dr	Cr
-	1813.20	1	Stock Sales	-	-	-	280.45
-	4674.20	51	Membership Fees	-	45.00	-	2296.10
-	827.85	55	Library Fees	-	-	-	230.00
-	70.00	-	Equipment Hire	-	-	-	20.00
-	2350.00	70	Advertising in Cursor	-	110.00	-	2335.00
-	87.94	75	Interest	-	-	-	37.24
-	113.60	-	Copying Charge	-	-	-	-
-	9936.79	-	TOTAL FOR Sales	-	155.00	-	5198.79
1233.06	-	-	Stock Purchases	-	-	66.75	-
392.73	-	180	Closing Stock	-	-	209.04	-
1625.79	-	-	TOTAL FOR Cost/Sales	-	-	275.79	-
23.30	-	300	Bank Charges	0.25	-	12.15	-
614.65	-	350	BBS Expenses	-	-	-	-
4308.22	-	400	Cursor Expenses	-	-	3162.10	-
-	-	425	Depreciation	-	-	-	-
329.00	-	450	General Expenses	-	-	30.00	-
423.15	-	500	Insurance	-	-	423.15	-
328.00	-	550	Legal Fees	-	-	320.50	-
146.11	-	570	Postage	-		196.82	-
70.00	-	580	Post Box Charges	-	-	70.00	-
385.53	-	590	Printing and Stationary	-	-	177.60	-
98.80	-	610	Repairs and Maintenence	-	-	189.00	-
68.36	-	630	Telephone	-	-	43.91	-
1810.24	-	600	Venue Hire	-	-	192.00	-
-	-	430	Bad Debts	-	-	-	-
8605.36	-	-	TOTAL FOR Expenses	0.25		4817.23	-
-	10397.14	1100	Opening Equity	-	-	-	10397.14
1567.54	-	1100	Profit B/Forward	-	-	3567.96	-
1567.54	10397.14	-	TOTAL FOR Equity	-	-	3567.96	10397.14
3210.17	-	-	ANZ Bank	194.75	-	2298.38	-
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There are four 72-pin industry standard sockets and four GVP 64-pin sockets. These sockets are wired to each other, meaning that you can't fill all eight banks of the card. For example, if you put a simm in the first GVP socket you can't use the first 72pin socket, and so on. Making things slightly worse, if you use a double-sided PC simm (These have chips on both sides of the chip), you use up two of the GVP sockets!. This can be confusing, and I found myself having to read through the manual two to three times to figure this out.

Installation:
Installation of the card is more involved. Since I had the machine open, I decided to take the opportunity to clean the motherboard of dust and other little nasties before I installed the card. I'm glad I did! To put the card into my V12 system required a lot of cable juggling and pressure balancing. The power cords coming from my A2000 power supply stick straight into the card and put pressure on it. After bending and moving I relieved most of the pressure and felt more comfortable, anyway.

I made up new cables for my hard drives and floppy drives, and proceeded to slowly rebuild the system from the ground up, a process that took just under one hour. Having spent a hell of a lot of money on the card, I was not about to risk damaging something by rushing into installation, and I would strongly recommend that others who purchase this or any other card take their time. It is well worth the effort!

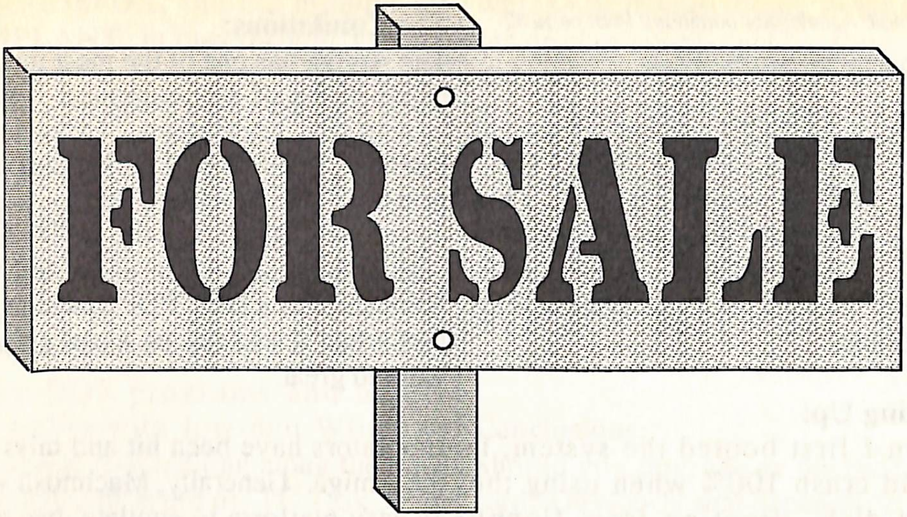
The Processors:
The card can take either the 68040 or 68060 chip, although the type of chip available varies according to the dealer involved (see above). Each processor has it's own quirks regarding the type of SIMM you use as well. Current spec SIMMs run at either 70ns or 60ns, but there are many available second hand that are 80ns or slower. Avoid these like the plague! Not only is their resale value low, they are bound to be old and not liked by this card!

The 68040 will get by on 80ns SIMMs, but prefers faster ones. The 68060 absolutely needs 70ns or faster, no exceptions. Realistically, the speed figures are very negligible, but as processors become faster they need support chips that can keep up. I have heard of Pentium 75's that have spat up 70ns SIMMs only to work great on 60ns SIMMs, and P75's aren't that much faster than the 68060.

The Phoenix Rises:
So how did the installation go?
Let's just say that when I first installed it, I was not impressed.

Workbench 3.1 is a great OS. It has a few gaps in what is offered (actually, there are a lot of gaps, but lets hope that Amiga Technologies and Viscorp set about correcting that with WB 3.2 and WB4.0). It is not designed to deal with 68040 and 68060 processors very well, and needs all manner of additional software installed before it

Continued on page 34



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Mike Williams
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Magic Pockets etc. etc.
Russell Kelly
Ph. (07) 3343-6978 (A/H)

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386 SX25 - 8MB - Math Co-Processor
Video Card - Windows 3.11 $450

OpalVision Graphics Board $450

Bob Baxter Ph. (07) 3264-3702

Tek-Magic Accelerator continued from page 32

will perform optimally.

In theory, all SCSI controllers should follow Commodore's Rigid Disk Block (RDB) specifications. That way, if you move an Amiga formatted Hard Disk from one controller to another, it will boot the system with no trouble.

Booting Up:

When I first booted the system, it would crash 100% when using the Hard disk. Booting from floppy worked fine, but I couldn't install the software because the installer used the floppy drive as the boot drive, not the hard drive.

What was found to be at fault was the SetPatch command in Workbench3.1. Unbelievable though it may sound, on removal of this command the system fired up and loaded a very unstable workbench. Unstable, because the afore-mentioned support libraries had not been installed. Installation of the support software tidied things up 99% and from there the system worked great... almost (you'll see why soon).

The Performance:

What a rush!

Sysinfo, that most reliable of speed testers (not), reports that my system runs at 39.15 MIPS, 70x faster than my old A500 and 2x faster than an A4000. The Blizzard is reported to run at 37.15 MIPS (if you believe the print advertising), and no records are available on the Wildfire card.

The Emulations:

The Amiga has one of the most unique capabilities of any computer I have ever used: emulation. Love it or loathe it, emulation is a tried and true method for software use - when developing DOS for the 8088, Bill Gates and Paul Allen emulated the 8088 chip on a DEC PDP machine, so that when it was run on a real chip, it worked great.

Emulators have been hit and miss on the Amiga. Generally, Macintosh was an easy platform to emulate, because both used Motorola processors. Most of these emulators look out for specific system "calls" and send back the right message. Hence the emulation is pretty quick. PC emulators have to emulate the Intel CPU and then emulate the systems calls, adding lots of overhead.

Enough of that. The results are:

__Macintosh.__ I used Speedometer 4.0 on the MAC, which uses a Quadra 605 as the base machine (it runs an 040 @ 25Mhz). Using MacPRO running on the EMPLANT card, my machine registered 3.6x faster, beating a Powermac 6100/60, which used the PowerPC 601 chip running at 60Mhz. In the Math tests however, the Powermac came out 107x faster, whereas the 68060 came out 37x faster, and this is where the PowerPC's strength lies - it's very good at maths. Shapeshifter 3.5 reports as 3x faster using the same program.

_PC._ e586DX, the PC module for EMPLANT, is currently at version 2.3, and I consider it to be unfinished as it lacks quite a few features when compared to the more polished MacPRO. Using Norton Tools 5.1, a 386 DX 33 clocks out at 31x faster than a normal XT. e586DX registers at 19.1x faster, equivalent to about a 386 DX 20 or 386 SX 25. This is enough for the program to be usable with DOS programs and barely tolerable with low-end Windows programs (but nothing along the lines of Excel 5 or Word 6). PC Task 3.1 in Turbo mode comes out 13x faster than an XT using the same program.

Caveats:

Now come the problems.

(1) For the life of me, I cannot figure this problem out. On cold boot, the system will crash 100% guarenteed. No amount of software reinstallation will fix the problem, and the problem is not related to drive spin-up speed. I have sent Power Computing mail on this topic and have yet to see a reply, so if they are reading you have been notified... When I reboot the system, everything runs great. If you have a long and involved User-Startup file like mine, you should be prepared to move commands around and redirect all output to >NIL: , otherwise the system will crash.

(2) The non-standard SCSI port did cause me some trouble. Finding a cable to connect my ZIP drive was difficult, and most of the Macintosh expert stores I contacted didn't know what I was talking about! In the end, I obtained one from the MacZone, but it did cost me $85 NZ, about $57US or 40. When I connected up the ZIP, I was pleasantly surprised to find the card automatically recognised the drive (but only with a disk in it!). I would still prefer to use a dedicated DOS driver or one such as that provided by HiSoft (which I have yet to test).

Conclusions:

Should you upgrade or purchase the card? Obviously that depends on your finances and whether you wish to invest in a platform that has no parent support (currently the Amiga is a bit like the Italian Government - new stewardship every year!).

I found the boost incredible - I went from a slow 030 to the 060, a tremendous leap in power. If you use a 68000 A2000, the leap will be transformational, and will open up a new level of computing scope and power for you (emulators!). If you have an 040, then I would be in two minds. Unless your machine is used for work purposes and time=money for you, the investment would probably not be worth it.

I find the card invaluable. The reason I included the ex VAT costs in the UK prices is because I live in New Zealand, and goods exported from the UK should have VAT (17.5%) removed from the prices. When you compare this to the US prices, the card comes out much, much cheaper!

UK Supplier: Power Computing Ltd
44 A/B Stanley Street
Bedford MK41 7RW
ENGLAND

Price: 68040 @ 33Mhz £645
(£544 ex VAT)
68060 @ 50Mhz £746
(£646 ex VAT)

US Supplier: Software Hut
Folcroft East Business Park
313 Henderson Drive
Sharon Hill, PA 19079
USA
Price : 68040LC @ 33Mhz US$879
68040 @ 33Mhz US$979
68040 @ 40Mhz US$1079
68060 @ 50Mhz US$1459

Mr. Hardware Computers
PO Box 148
Central Islip, NY 11722
USA
Price : 68040 @ 33Mhz US$975
68040 @ 40Mhz US$1150
68060 @ 50Mhz US$1451

Competitors:
The 2060 card by Blizzard (of Cyberstorm fame).
Price: 68060 @ 50Mhz £699
(£619 ex VAT)

DKB Wildfire (DKB). Availability unknown, but the dealers do list this card in their catalogs.
Price: 68060 @ 50Mhz US$1699, US$1539 street price

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Amiga Relocates

Bensheim 22/07/96
On Thursday, the 18th of July, 1996 the final contract of purchase was signed between the bankruptcy trustee solicitor Bernhard Hembach and the president and CEO of VISCorp, William Buck, with approval of the 'pool of banks' for the entire remaining inventory and intellectual property.

Until 18th of August 1996 VISCorp has time now to establish the necessary companies to carry on with its current businesses. In the meantime, the business will be run with the approval of the bankruptcy trustee Hembach under the name AMIGA Technologies GmbH i.K. From the 19th of August, 1996 the business will finally be run under the name, control and ownership of VISCorp.

What changes now ?
Order processing, distribution and dealer support are now being handled in Braunschweig. Mr. Axel Krämer is now responsible for the operations there and the contact persons are Axel Krämer, Margret Wiedemann and Andreas Steep. Support, hotline, accounting and company management are still located in Bensheim.

Thank you very much for continued cooperation, we wish you and us all the best !
Petro Tyschtschenko
AMIGA Technologies GmbH

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CyberVision64/3D Graphics Card

Oberursel, July 96:
With the beginning of August 1996, phase 5 digital products will release a new generation graphics board, the CyberVision64/3D at a very competitive pricing. Designed for use as either a Zorro-II or Zorro-III board it will work in all Amiga 2000, 3000 and 4000(T) series models as well as with tower modifications of Amiga 1200 series models equipped with Zorro-II backplanes.

CyberVision64/3D's modular design allow low entry prices at high end perfomance and optimal expandibility.

Core of the new board will be the new graphics chip Virge with 3D capabilities produced by the well known manufacturer S3. The chip is able to do complex 3D functions in hardware, like shaded and textured surfaces with trilinear filtering as well as shading and fogging for very realistic real tome 3D rendering.

In conjunction with the new CyberGraphX 3D library CyberVision64/3D is offering a wide range of complex 3D functions for software developers reducing development time and expense for developers supporting the new CGX3D standard.

In addition to those features, a MPEG decoder can be added to the feature connector allowing real time MPEG audio and video decoding at full size custom screens or in workbench windows, allowing high quality display by using the 16 and 24 bit modes of the workbench provided by CyberGraphX. For stereo audio output a dedicated line output jack is provided.

The second optional expansion will be a monitor switcher with integrated scan line doubler designed to fit into the Amiga's slot providing automatic switch over from the Amiga's original Signal to the CyberVision64/3D's output. Mechanical dimensions of the switcher and the CyberVision64/3D allow the use of both cards in th lower slot of A3000 / A4000 models keeping 3 Zorro-III slots free for other expansion boards.

With all these features the CyberVision will be available in Germany at suggested retail prices of DM 449,- with 2 MB and DM 599,- with 4 MB video RAM. The MPEG module expected to be released at the same time will be available at DM 349,- and the scan doubler / monitor switcher is will cost DM 149,-. Developers registered in the PowerUP program can purchase the

CyberVision64/3D at a special developers price.

A very special offer will be available for users of the CyberVision64.

There will be no MPEG module available for the predecessor, since the add on bus of the Trio64 used on the CyberVision64 is no longer supported by S3 and other manufacturers. Due to the immense development required for the implementation of that add on bus a MPEG module would have to be sold for more than DM 500,-. Because of this, CyberVision64 users who wish to use MPEG can purchase the CyberVision64/3D together with the MPEG module for DM 499,- from phase 5 digital products. (This offer is only available for registered initial owners of the CyberVision64 who purchased the board at an authorized dealer; Second hand boards are excluded from the upgrade offer.)

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Super Fast Modem Card

Card 1,000 times faster than modems
By Denise Shelton
June 25, 1996, 12:15 p.m. PST

BroadBand Technologies today demonstrated a way to surf the Net at speeds roughly 1,000 times faster than most current modems allow.

The company demonstrated its FLX PC Adapter Card for the first time at the SuperComm '96 trade show in Dallas. The card is a high-speed Internet access device based on switched digital video that BroadBand has developed jointly with Intel.

The collaboration between the two companies was first announced in May in an effort to help telephone companies deliver Internet access to users via high-speed residential fiber to the curb (FTTC) connections.

The adapter runs on BroadBand's cable and allows carriers to provide high bandwidth, both downstream and upstream, to residential users through a single phone jack.

The company said the device will run at speeds of 52 mbps - far faster than the 28.8 kbps now available on most standard modems.

The FLX PC Adapter PC interface card will be available from BroadBand in 1997, around the same time phone companies are expected to begin mass-market advanced broadband services based on their new switched digital networks.

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Review: Toshiba TIMM 20" Multiscan Monitor

By Jason Compton

Some time ago, Toshiba started doing nationwide (in the US) television advertising for a new product called the TIMM: the Toshiba Integrated Multimedia Monitor. A 20" VGA monitor that could triple as a television set or as a video monitor, taking RGB, coaxial (cable/antenna) and composite video/audio inputs. Big deal, right? A 20 inch monitor with a .58 dot pitch isn't exactly at the height of technology.

But there's a catch. The TIMM is a multiscan monitor, meaning it can sync down to 15khz in addition to displaying VGA-style output. In quite plain terms, that means that it can display all native Amiga screenmodes, from NTSC/PAL Low Res on up. And in case you haven't noticed, monitors that support this range of screenmodes are not only in limited supply, but are quite expensive--14 inch models without speakers often reach nearly US$500, and are not exactly easy to find. In Europe, the supply of Microvitec Amiga Technologies-branded monitors has helped somewhat, but they too suffer from high cost, and only now are 15 and 17 inch products being offered.

The TIMM is a fairly attractive piece of hardware that doesn't go too far into the "alternative design" concept. The casing is off-white, with a large tube flanked by two forward-facing strip-style speakers. Control buttons are located below the display screen, but you'll likely find the included remote control (!) more handy.

The TIMM is advertised as the sort of item you'll use equally for TV watching, videotape use, and your computer. Maybe that's why the instruction manual says virtually nothing about its use as a multisync monitor and instead reads like a regular TV booklet.

And maybe that's why, for some strange reason, the manual specifies that the TIMM has a maximum resolution of a mere 640x480. I can personally attest that the TIMM can display up to at least 1280x1024. It does interlace at 1024x768 and above, but the display is actually quite usable.

As an Amiga multisync monitor, I can quite honestly say that I have never seen anything come close to the TIMM. A trusty 1950 or similar is nice while it lasts, but once you've had 20 inch display, it's tough to imagine going back to something that sits comfortably on an Amiga

3000's case. Despite the dot pitch rating, below 1024x768 the display is remarkably crisp and clear.

As a video monitor and TV, the TIMM works quite well--while its size might not make it conducive for use in large-scale video applications, as the output monitor for the finished product it is an excellent choice, with its quite capable built-in speakers.

The TIMM switches from RGB (computer operation) to TV to video input operation at a touch of a button, either on the monitor or on the remote. Each mode has its own settings--the RGB mode is most flexible, allowing you to vertically and horizontally position AND size the screen to your liking. Settings memory seems to be independent of power supply, but there is only one setting stored.

All of this comes at a cost of about $700, street price. That's rather high for a 20 inch TV, but extremely inexpensive for a 20 inch fully Amiga-compatible multiscan monitor with terrific NTSC and PAL displays. (It is worth noting that while the TIMM will handle PAL RGB input it cannot deal with PAL composite or television input).

In the Amiga's history, large monitors with this degree of compatibility have been extremely expensive and are no longer widely available. What the TIMM offers is a reasonably priced big-screen solution which offers the convenience of multiple inputs, while sacrificing the .28 or below dot pitch found on monitors with fewer Amiga features and a smaller screen size.

Only a few things concern me about the TIMM. The first is that the power plug is a two-blade affair instead of the usual 3-prong grounded plug found for most serious computer equipment. The second is that often the TIMM will briefly flash the screen a minute or so after a cold start. Finally, the on-screen controls leave a lot to be desired. They're perfectly adequate, but for such a hip multimedia monitor, I expected something a bit better than CGA cyan and purple blocky text.

For those with a dying 1950, or those looking for a large monitor that can still handle a good round of Alien Breed, I would highly recommend you investigate the TIMM. Those looking to do 1600x1200 non-interlaced are going to have to shop for something different.

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PowerPC 603e Microprocessors Available Now

Motorola Announces Pricing and Availability for 200-, 180- and 166MHz PowerPC 603e Microprocessors

SAN JOSE, California - May 13, 1996 - At Apple's Worldwide Developer Conference, Motorola RISC Microprocessor Division today announced pricing and availability for a performance extension of its PowerPC 603e microprocessor family: the 200-, 180- and 166MHz PowerPC 603e microprocessors.

The company has attained an industry milestone with its 603e microprocessor - the first 200MHz volume desktop microprocessor available.

This 603e microprocessor provides higher performance and lower power for the volume desktop market than today's fastest Pentium desktop processors - at lower prices. The high performance and low power consumption of the entire 603e family allow manufacturers to build systems ranging from subnotebooks and laptops to high-performance notebooks and mid-level desktops. "Last fall, the PowerPC alliance announced it would ship the 166MHz PowerPC 603e microprocessor in mid-1996," commented Linley Gwennap, editor in chief, Microprocessor Report. "I am impressed that Motorola has exceeded that performance mark with the 200- and 180MHz 603e parts and that their prices are significantly better than those of comparable Intel processors."

Motorola has increased performance through improved process technology and is delivering today the first Motorola PowerPC microprocessor designed in a 0.35 micron process.

Additionally, Motorola has taken advantage of its sophisticated wafer fabrication technology developed by the Advanced Products Research and Development Laboratory (APRDL) to deliver these higher-speed microprocessors, which have been anufactured at the MOS 13 semiconductor fabrication facility. Both APRDL and MOS 13 are located in Austin, Texas.

"With the 200-, 180- and 166MHz 603e processors, Motorola continues to drive the price/performance advantage of PowerPC technology to higher levels," commented Tom Gunter, vice president and general manager of the Motorola RISC Microprocessor Division. "The unique combination of high-performance, low-power, competitively-priced 603e microprocessors will enable our customers to excel in the volume desktop, high-performance notebook arenas and emerging technology markets."

PowerPC Customer Support:

Apple Computer announced it will use the 200MHz PowerPC 603e microprocessor in systems available before the end of 1996.

"Apple is really excited about the future of PowerPC technology," noted Howard Lee, senior vice president of the Macintosh Systems Division, Apple Computer, Inc.

"These high-speed 603e processors are yet another sign of Motorola's commitment to the PowerPC architecture and to its customers, and will ensure that Apple's Power Macintosh PowerBook and desktop product lines deliver leading-edge performance, graphics capabilities and flexibility to the volume desktop arena." Motorola Computer Group, Power Computing and UMAX also endorsed Motorola's faster PowerPC microprocessor offerings.

"Motorola is again demonstrating its commitment to the PowerPC architecture and platform with today's announcement of the new PowerPC 603e microprocessor parts," stated Joe Guglielmi, corporate vice president and general manager, Motorola Computer Group (MCG). "By taking advantage of this powerful, new line of microprocessors, MCG will continue to provide our customers with leading-edge technology and products."

Power Computing said it will use the PowerPC 603e microprocessor in its new PowerBase line of high volume systems expected to ship this summer. "Power Computing is committed to providing our customers with superior PowerPC microprocessor-based products," said Stephen Kahng, president and CEO, Power Computing Corporation. "Motorola's PowerPC 603e microprocessors at 200-, 180- and 166MHz will enable us to expand our product line to offer more high-performance, low-power desktop systems at extremely competitive prices."

"UMAX is pleased that Motorola has extended the performance of its PowerPC 603e microprocessor family," said Don Chang, president and CEO, UMAX Computer Corporation. "Our goal is to broaden the Macintosh market, and Motorola's enhanced 603e microprocessor line will usher our product lines into a new generation of price/performance."

Pricing and Availability:
Available in June, the PowerPC 603e microprocessors are priced at $224 for the 166MHz version, $256 for the 180MHz version and $360 for the 200MHz version, when purchased in quantities of 1,000.

Technical Specifications:
PowerPC 603e At 200-, 180- and 166MHz, the PowerPC 603e microprocessor is a 32-bit high-performance extension of the PowerPC 603 line of microprocessors which was designed to meet the power management and performance needs of next-generation portable and desktop computers.

At 166MHz, the microprocessor operates in the 3.0 W typical power dissipation range required in a portable environment.

The PowerPC 603e microprocessors have increased performance more than 300 percent over the original PowerPC 603 microprocessor announced in October 1994 as a result of doubling the caches and raising clock frequency. The die size is 80 sq. mm and the device has a IEEE-754 standard FPU. It has 2.6 million transistors and was designed using 0.35-micron CMOS process technology.

Motorola:
More information on Motorola's PowerPC microprocessors is available on Motorola's PowerPC Web server, located at http://www.mot.com/PowerPC.

With 1995 worldwide sales of $8.5 billion, Motorola's Semiconductor Products Sector is the largest U.S.-based broad line supplier of semiconductor solutions.

Motorola is one of the world's leading providers of wireless communications, semiconductors, and advanced electronic systems, components, and services.

Major equipment businesses include cellular telephone, two-way radio, paging and data communications, personal communications, automotive, defence and space electronics and computers. Motorola semiconductors power communication devices, computers and millions of other products. Motorola's 1995 sales were $27 billion.

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Review: Star Crusader HD
by Carl Chavez

Requirements: A1200 with hard drive. Extra memory recommended

Machine used for testing:
A1200, 2MB Chip/4MB Fast
130 MB Seagate HD
Supra external disk drive

Summary:
Star Crusader is one of a rare breed of Amiga games: the space combat simulator. As the name suggests, you are a member of a culture --the Gorenes-- that is on a crusade to educate what is perceived as the wild masses of the universe.

Installation and running:
The game comes on ten compressed disks and will occupy about 15MB of hard drive space. Installation and decompression with the non-Installer script takes almost a half-hour. Much of the hard drive space is used to store various animations (10 MB worth) and sounds (3 MB worth).

To run Star Crusader, you must make sure that you have no important programs in the background because it will not multitask. In fact, Star Crusader will actually reboot your Amiga! I found this very odd; but I guess it does free up a lot of resources. Fortunately, it does warn you to close everything before you continue start-up.

The game:
You are first asked to select one of five difficulty levels. The level affects the enemy pilot skills, as well as other, less tangible things.

When on the Space Station AR-1, you can go to several places: the Tactical Map Room, the Mission Briefing Room, the Computer Room, and the Flight Simulator.

In the Tactical Map Room, you can see a map of the whole Ascalon Rift and a representation of how much territory each of the five major powers (Gorenes, Tancreds, Zemuns, Amiens, and Mazumas) possess. The amount of territory each power owns affects the rate of crew and spaceship replacements, as well as the quality of pilot cadets.

In the Mission Briefing Room, you find out what you have to do in a mission, and in the Computer Room you assign wingmen to help on the primary mission and other pilots to various secondary missions. These pilots can be ordered to take or defend territory, to teach new cadets so you get more pilots, to rescue captured pilots, or to raid the enemy's shipping for resources to build more ships or to capture alien ships for use by the Gorenes. The ability to control the actions of your whole squadron adds much to the amount of strategy necessary to play the game. You have to be aggressive with your goals but you also have to hoard your limited resources.

There are a total of eleven different ships to fly or to fight against, and you can set up a battle of up to 1-to-10 odds. This is a good place to get used to the control method of Star Crusader. It does not support joysticks, joypads, or analog joysticks. The mouse and keyboard are the only controls (this may be different on the CD-ROM version). The mouse cursor controls the direction of the ship. This can be confusing at first. Most flight games have "down-is-up" movement: pull down to climb and push up to dive. In Star Crusader, pull down to dive and push up to climb. After a few simulator missions, you should finally get the hang of flying a fighter.

In the simulator and in actual combat, you will notice that the graphics and graphic detail are very good for an Amiga game. All of the ships are made up of many polygons and have animated objects such as engine flare. There can be lots of objects on the screen at once: up to eleven fighters, as well as satellites, space stations, destroyers, cruisers, freighters, laser fire, missiles, shield hit effects, beam weapons, and asteroids. Accompanying the visual atmosphere is a small amount of speech samples which I was quite surprised to discover were included in the HD version. Imagine my surprise to hear a doomed pilot gasp, "OH SHIT, I'M HIT!" for the first time. And this game was rated acceptable for 3-10 year olds by ELSPA?!?! Oh, the horror... There's no way to turn speech off if you get sick of it, but personally I don't think a 'quiet' function is necessary.

The speed of the graphics engine is also worth noting. With many of the aforementioned objects on the screen at once, it can still be playable on a A1200 + Fast RAM. Even on low detail you can still identify individual ship silhouettes. It is unfortunate that the programmers did not include texture mapping as a detail option for A4000 or accelerator owners, though, as they did for MS-DOS.

Star Crusader has a feature called "Power Management". It is similar to X-Wing's power control: the pilot can assign priority to certain systems so that they work better. It is more complex that X-Wing's, in that each ship has different power levels for each system. Some systems will work when getting less power, while others (like the all-important repair system) will not work at all. You can overcharge your lasers and shields to increase their effectiveness, but this will cause permanent damage to those systems.

Other good things:
NTSC or PAL switch is coded into the game, and there are intermission scenes featuring rendered characters and full speech (on the HD version!). The latter may be a disadvantage on certain systems, as the intermissions are 10MB of the 15MB game directory.

All this stuff sounds great, except for the control system... so what's the bad news?

First of all, the game is missing many of its advertised features. The most obvious feature missing is the texture mapping, but that was to be expected. The most anticipated feature of Star Crusader is missing also, though, and that is unforgivable. YOU CAN'T CHOOSE YOUR SIDE! In press releases, in ads, and in the manual GameTek claimed that you could fly for the Gorene Empire or be a Gorene rebel. Not on the Amiga HD version. Perhaps it's a bug.

There's no other way to switch sides. You can't ask the aliens if you can join them. The communications system of Star Crusader is totally useless unless you want to goad a fighter into attacking you instead of a wingman. All of the comm options are insults. There's no way to negotiate with the aliens unless it's in the game's script. There is no effect on alien attitude when you rescue escape pods containing alien pilots. You cannot deliberately fail a mission in order to become friendly with the aliens. And in the Mission Briefing Room, a couple of pilots (including Hela) defect during the briefings. Also during the briefings, there is open disagreement and unruliness in the squadron but you're not allowed to choose your responses in a conversation.

Another important feature missing involves the presence of asteroid fields, minefields, and nebulas. They do exist in the game. Your computer will warn you of such places as you enter them, but when you enter an asteroid field, sometimes you will see no asteroids. When you do, it barely hurts (if at all) to crash into them. You can fire through asteroids to hit an enemy. And minefields contain no mines!

Summary:
Star Crusader is one of the few games that acknowledges that Amiga users are upgrading their computers, and for that it should be praised. It is a sound action game, and a surprisingly adequate (for its genre) strategy game, but Star Crusader doesn't deliver on many of its promises.
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Please submit articles on disk in ASCII format (if possible) and post them to :

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